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Education

**Brown University** Providence, RI

Sc.M in Computer Science

2022 - Present

**Arizona State University** Tempe, AZ

## **B.S. IN COMPUTER SCIENCE AND PSYCHOLOGY**

2019 - 2022

Barrett Honors College Summa Cum Laude

Thesis: "Assessing Exhibit Interaction through Bridging the Connections Between Biometrics and Traditional Tools"

Publications\_

#### CONFERENCES

Zainab Iftikhar, Yumeng Ma, and Jeff Huang. "Together but not together": Evaluating Typing Indicators for Interaction-Rich Communication, CHI 2023, ACM,

Ian Gonsher, Yumeng Ma, Ivan Pineda-Dominguez, Matthew Lee, and Yuxin. The Mixed Reality Passthrough Window: Rethinking the Laptop Videoconferencing Experience. IHIET 2023.

Ian Gonsher, Asad Khan, Ray Sun, Yumeng Ma, et al. Integrating Interfaces into Furniture: New Paradigms for Ubiquitous Computing, Mixed Reality, and Telepresence within the Built Environment, MAB 2023, ACM, (to appear)

Research Experience \_\_\_

#### University of California Los Angeles (HCI Lab)

Los Angeles CA

RESEARCH INTERN

2023 - Present

• Leveraging deep learning techniques to ground large language models into proactive computer vision guidance.

#### **Brown University (Mixed Reality Window Project)**

Providence, RI

2022 - Present **DESIGN RESEARCHER** 

• Introducing a new paradigm for the integration of AR into laptop and desktop displays, enabling local users to interact more s easily and seamlessly with remote users during videoconferencing sessions.

## **Brown University (Robotic Arm Manipulation)**

Providence, RI

STUDENT RESEARCHER

2023

• Performed and tested text-driven robot grasp tasks with CLIP-feature field in NeRF.

# **Brown University (HCI Lab)**

Providence, RI

DISTRIBUTED RESEARCH EXPERIENCES FOR UNDERGRADUATES

2022

Designed novel typing indicators and found that they enhance user co-presence in written communication.

#### Arizona State University Department of Psychology (SoLET Lab)

Tempe, AZ

RESEARCH ASSISTANT

2022

 Conducted testing and evaluation of tutoring systems to optimize learning and educational practices for underrepresented groups.

# **NASA Psyche Mission**

Tempe, AZ

**COLLABORATOR** 

2021-2022

 Developed a web app that enabled users to interact with the Psyche Spacecraft model and conducted user studies with biometric data analysis, revealing that the app increased public engagement.

# Awards, Fellowships, & Grants\_

- Tapia Celebration of Diversity in Computing Conference Scholarship, Brown University 2023
- 2019 2023 Microsoft DisAbility Scholarship, Microsoft
  - Google CS Research Mentorship Program (CSRMP) Fellowship, Google 2022
  - Virtual Grace Hopper Celebration (GHC) Scholarship, AccessComputig 2022

# Teaching Experience \_\_\_\_\_

Spring '22 Information Assurance, TA for Adam Doupe and Tiffany Bao, Arizona State University

## Extracurricular & Work Activity \_\_\_\_\_

## **AccessComputing**

**MEMBER** 

2021 - present

• Supporting an environment for diversity and inclusivity in computing fields.

## **Brown University Computer Science Diversity Committee**

Providence, RI 2022 - 2023

MASTER'S REPRESENTATIVE

· Participated in the drafting of the Pathways to Diversity and Inclusion Action Plan II for Brown University's Department of Computer Science.

**Microsoft Contract** Tempe, AZ

#### MICROSOFT SUPPORT / XBOX ADVOCATE

2020 - 2021

· Assisted business clients with various Microsoft products and provided personalized support for Xbox customers accross all gaming endpoints.

## Skills

**Programming** Python, C/C++, C#, Java, Unix/Linux, ROS

Web HTML, CSS, Javascript, Typescript, React, Vue, APIs, Git

Game Dev Unity, Godot

**Data** Jupyter Notebook, MySQL, MATLAB

**Design** UI/UX, Adobe Creative Suite, Figma, Wireframing, Fusion 360, Blender

Hardware Arduino, Rasberry Pi